MERCURY DRAGONS

A dragon lazily stretches out before you. Its body is incredibly long and trim, much more narrow than most other dragons. The creature's tail is sharp and whiplike as it wags back and forth. Its sleek head has an elongated, pointed snout with short horns curving backward from behind the upper jaw. Its mirrored wings reflect the light brightly.

Reflective Bodies. Mercury dragons are creatures of impulse and general whimsy. Their body is covered in a coat of extremely small and thin metallic scales that are smooth, flat, and difficult to discern individually. This lends to the illusion that the creature's body is a single smooth, reflective, surface. At birth, a mercury dragon has scales that are a dull silver, but as they mature their scales become brighter and more reflective until eventually reaching a brilliant mirror-like finish.

Unhinged Nature. While generally leaning towards good, mercury dragons host an extremely volatile disposition. They are incredibly unpredictable and are known to act on any impulse as it may arise. Easily distracted, they often shift focus from one task to another while in the middle of doing something. They are also known to completely change the subject of conversation in the middle of speaking, a quirk that makes the fast talking dragons even more difficult to follow at times.

Mercury dragons are as unpredictable when it comes to combat as they are in any other situation. They may parley, they might attack instantly, or, perhaps, they may avoid combat entirely. They will, however, never attack creatures they believe have good intentions unless sorely provoked.

A Mercury Dragon's Lair.

Mercury dragons like to make their lairs in places that share their ever changing an unpredictable nature. Volcanoes, fault lines, and areas where the weather is chaotic are all possible locations a mercury dragon might choose to call home. Active volcanoes are a particular favourite as they provide the creature with a defensible location to call home that is inhospitable to most life. They enjoy tunnelling into the volcanic vents and relaxing as lava washes over them, cleansing any dirt or other impurities which helps keep their scales bright and shiny.

Mercury dragons are avid collectors of fine trinkets and treasures, but generally don't collect any one particular type of object. Their horde of treasure is likely to contain a wide variety of treasure and magic items, as well as a vast collection of seemingly random objects that the dragon claims to be valuable or of some esoteric function. They are not particularly good at organising their lairs, so even finding a specific object in the disorganised heap can be an adventure in and of itself. They are fond of trading, however, and will often part with some of their horde in order to see new objects of interest added to it, especially if they can trade away duplicates of something they already have. Notably, their horde doesn't contain many piles of similar coin. Once the dragon has collected a single coin from a particular kingdom or country, it sees no need to have more than one of the same coin and would rather seek out currency of different shapes, sizes, and material from other places.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- All creatures within 120 feet of the dragon randomly swap places with each other. If a creature would be placed in a space it can't fit, it instead stays where it is.
- The lair quakes. All creatures must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- A single creature within the dragon's lair chosen by the dragon must succeed on a DC 15 Wisdom Saving Throw or be afflicted with the *crown of madness* spell as if it were cast by the dragon. The dragon must maintain concentration on this effect and if the dragon uses this lair action again the effect ends on the first target.

Regional Effects

The region containing a legendary mercury dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Creatures within 6 miles feel their mind jumping from place to place and find it hard to concentrate on just one thing at a time, imposing disadvantage on concentration checks to maintain spells.
- The weather within 8 miles is always sunny, and there is little to no cloud coverage.
- Earthquakes and volcanic erupts (when applicable) are commonplace within 6 miles of the dragon's lair, causing the landscape to become volatile and unpredictable. Earthquakes commonly open up and reseal underground cave systems and passages to the Underdark.

If the dragon dies, the earthquakes and eruptions gradually become less common over the course of 1d6 months until eventually the frequency returns to a normal level. All other effects end immediately.

Ancient Mercury Dragon

Gargantuan Dragon, Typically Chaotic Good

Armour Class - 23 (natural armor)
Hit Points - 546 (28d20 + 252)
Speed - 80 ft., climb 80 ft., fly 200 ft.

STR 30 (+10)
DEX 16 (+3)
CON 29 (+9)
INT 18 (+4)
WIS 16 (+3)
CHA 26 (+8)

Saves DEX +10, CON +16, INT +11, CHA +15
Skills perception +17, insight +10, stealth +10
Damage Immunities fire, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common Draconic
Challenge 24 (62,000 XP)

Proficiency Bonus +7

Traits

Fast Talkers.

Mercury dragons speak incredibly fast, making it difficult for some creatures to parse exactly what they're saying. Anytime a creature is listening to the speech of a mercury dragon they must succeed on a DC 10 Intelligence Saving Throw or miss out on some of what's being said. The DM decides exactly what they hear.

Legendary Resistance (3/Day).
If the dragon fails a saving throw, it can choose to succeed instead.

Poisonous Flesh.
Any creature who hits the dragon with a bite attack must succeed on a DC 15 Constitution Saving Throw or become poisoned until they take a long rest. While poisoned in this way the creature behaves as if under the effects of the *confusion* spell.

Actions

Multiattack.
The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +6 to hit, reach 5 ft., one creature.
Hit: 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Claw.
Melee Weapon Attack: +10 to hit, reach 5 ft., one target.
Hit: 17 (2d6 + 10) slashing damage.

Tail.
Melee Weapon Attack: +14 to hit, reach 20 ft., one target.
Hit: 23 (2d12 + 10) slashing damage.

Frightful Presence.
Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Radiant Breath (Recharge 5-6).
The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 88 (16d10) radiant damage on a failed save, or half as much damage on a successful one. If any creatures or flammable objects are within the line, they ignite. An ignited creature takes 11 (2d10) fire damage at the start of each of its turns. The fire is magical and lasts until a creature takes an action to douse the fire.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect.
The dragon makes a Wisdom (Perception) check.

Tail Attack.
The dragon makes a tail attack.

Blinding Light (Costs 2 Actions).
If the dragon is in an area of dim light or brighter, it can position its wings in such a way as to reflect a beam of brilliant light off its body and into a 10 foot area it can see within 300 feet of it. All creatures in that area must succeed on a DC 20 Constitution Saving Throw or be blinded for 1d4 rounds.

Wing Attack (Costs 2 Actions).
The dragon beats its wings. Each creature within 15 feet of the dragon must on a DC 20 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Mercury Dragon

Huge Dragon, Typically Chaotic Good

Armour Class - 20 (natural armor)
Hit Points - 256 (19d12 + 133)
Speed - 70 ft., climb 70 ft., fly 120 ft.

STR 27 (+8)
DEX 14 (+2)
CON 25 (+7)
INT 16 (+3)
WIS 14 (+2)
CHA 22 (+6)

Saves DEX +8, CON +13, INT +9, CHA +12
Skills perception +14, insight +8, stealth +8
Damage Immunities fire, poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common Draconic
Challenge 17 (18,000 XP)

Proficiency Bonus +6

Traits

Fast Talkers.
Mercury dragons speak incredibly fast, making it difficult for some creatures to parse exactly what they're saying. Anytime a creature is listening to the speech of a mercury dragon they must succeed on a DC 10 Intelligence Saving Throw or miss out on some of what's being said. The DM decides exactly what they hear.

Legendary Resistance (3/Day).
If the dragon fails a saving throw, it can choose to succeed instead.

Poisonous Flesh.
Any creature who hits the dragon with a bite attack must succeed on a DC 15 Constitution Saving Throw or become poisoned until they take a long rest. While poisoned in this way the creature behaves as if under the effects of the *confusion* spell.

Actions

Multiattack.
The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +6 to hit, reach 5 ft., one creature.
Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw.
Melee Weapon Attack: +10 to hit, reach 5 ft., one target.
Hit: 15 (2d6 + 8) slashing damage.

Tail.
Melee Weapon Attack: +14 to hit, reach 20 ft., one target.
Hit: 21 (2d12 + 8) slashing damage.

Frightful Presence.
Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Radiant Breath (Recharge 5-6).
The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) radiant damage on a

failed save, or half as much damage on a successful one. If any creatures or flammable objects are within the line, they ignite. An ignited creature takes 11 (2d10) fire damage at the start of each of its turns. The fire is magical and lasts until a creature takes an action to douse the fire.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect.
The dragon makes a Wisdom (Perception) check.

Tail Attack.
The dragon makes a tail attack.

Blinding Light (Costs 2 Actions).
If the dragon is in an area of dim light or brighter, it can position its wings in such a way as to reflect a beam of brilliant light off its body and into a 10 foot area it can see within 300 feet of it. All creatures in that area must succeed on a DC 16 Constitution Saving Throw or be blinded until the end of their next turn.

Wing Attack (Costs 2 Actions).
The dragon beats its wings. Each creature within 15 feet of the dragon must on a DC 20 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Mercury Dragon

Large Dragon, Typically Chaotic Good

Armour Class - 18 (natural armor)
Hit Points - 178 (17d10 + 85)
Speed - 60 ft., climb 60 ft., fly 90 ft.

STR 23 (+6)
DEX 14 (+2)
CON 21 (+5)
INT 14 (+2)
WIS 11 (+0)
CHA 20 (+5)

Saves DEX +6, CON +9, INT +6, CHA +9
Skills perception +8, insight +4, stealth +6
Damage Immunities fire, poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common Draconic
Challenge 10 (5,900 XP)

Proficiency Bonus +4

Traits

Fast Talkers.
Mercury dragons speak incredibly fast, making it difficult for some creatures to parse exactly what they're saying. Anytime a creature is listening to the speech of a mercury dragon they must succeed on a DC 10 Intelligence Saving Throw or miss out on some of what's being said. The DM decides exactly what they hear.

Poisonous Flesh.
Any creature who hits the dragon with a bite attack must succeed on a DC 15 Constitution Saving Throw or become poisoned until they take a long rest. While poisoned in this way the creature behaves as if under the effects of the *confusion* spell.

Actions

Multiattack.
The dragon makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +6 to hit, reach 5 ft., one creature.
Hit: 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw.
Melee Weapon Attack: +10 to hit, reach 5 ft., one target.
Hit: 13 (2d6 + 6) slashing damage.

Radiant Breath (Recharge 5-6).
The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55(10d10) radiant damage on a failed save, or half as much damage on a successful one. If any creatures or flammable objects are within the line, they ignite. An ignited creature takes 5 (1d10) fire damage at the start of each of its turns. The fire is magical and lasts until a creature takes an action to douse the fire.

Mercury Dragon Wyrmling

Medium Dragon, Typically Chaotic Good

Armour Class - 18 (natural armor)
Hit Points - 75 (10d8 + 30)
Speed - 40 ft., climb 40 ft., fly 75 ft.

STR 18 (+4)
DEX 12 (+1)
CON 17 (+3)
INT 12 (+1)
WIS 11 (+0)
CHA 16 (+3)

Saves DEX +3, CON +5, INT +3, CHA +5
Skills perception +4, insight +2, stealth +3
Damage Immunities fire, poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 4 (1,100 XP)

Proficiency Bonus +2

Traits

Fast Talkers.
Mercury dragons speak incredibly fast, making it difficult for some creatures to parse exactly what they're saying. Anytime a creature is listening to the speech of a mercury dragon they must succeed on a DC 10 Intelligence Saving Throw or miss out on some of what's being said. The DM decides exactly what they hear.

Poisonous Flesh.
Any creature who hits the dragon with a bite attack must succeed on a DC 15 Constitution Saving Throw or become poisoned until they take a long rest. While poisoned in this way the creature behaves as if under the effects of the *confusion* spell.

Actions

Bite.
Melee Weapon Attack: +6 to hit, reach 5 ft., one creature.
Hit: 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

Radiant Breath (Recharge 5-6).

The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) radiant damage on a failed save, or half as much damage on a successful one. If any creatures or flammable objects are within the line, they ignite. An ignited creature takes 5 (1d10) fire damage at the start of each of its turns. The fire is magical and lasts until a creature takes an action to douse the fire.